

# REBOUND



FOR 2 PLAYERS  
OR 2 TEAMS

Slide the pucks up the alley...they REBOUND off the cushions and zip back down to the score areas. With the right touch you can tally up a high score...you can even knock your opponent's pucks into the pit area to stop him from scoring...but if you have too much zip, you'll land in the pit also...for no score! Precision aiming will build up your score...reach "500" and you're the winner!

#### MATERIALS

Playing Field • Score-Slides • 8 Pucks • 3 Rubber Cushions • Leg Pads

#### GETTING READY

Assemble the PLAYING FIELD by attaching 2 RUBBER CUSHIONS onto the posts, and a SCORE-SLIDE on each side wall, as shown in the Diagram.

Each player takes 4 matching color PUCKS to use for the game, and also controls the matching color SCORE-SLIDE.

#### RULES

1. Players alternate taking turns sliding one PUCK at a time.
2. Players slide their PUCKS up the right alley of the PLAYING FIELD toward the RUBBER CUSHIONS. The PUCK will hit the CUSHIONS and REBOUND back down the left alley toward the score areas.
3. Players must release their PUCKS in the area behind the Foul Line.
4. Players may not remove any PUCK from the PLAYING FIELD until the round is over.

5. Any PUCK that goes off the PLAYING FIELD is "out of play" until the end of the round.

6. After each player has used his 4 PUCKS, a round is over and scores are registered with the SCORE-SLIDES.

7. Each PUCK in a score area, or on a line, has a score value. Whenever a PUCK is on a line, its score value is that of the score area begun with that line (see Diagram for examples).

8. The "PIT" area next to the score areas has no score value. Any PUCKS that land in this area must remain there until the end of the round.

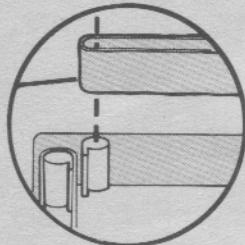
9. After the scores have been registered, players remove their PUCKS from the PLAYING FIELD, including any in the "PIT" area, and start the next round. The high scorer of the last round goes first.

10. Players are allowed to knock an opponent's PUCK into the "PIT" to keep it from having a score.

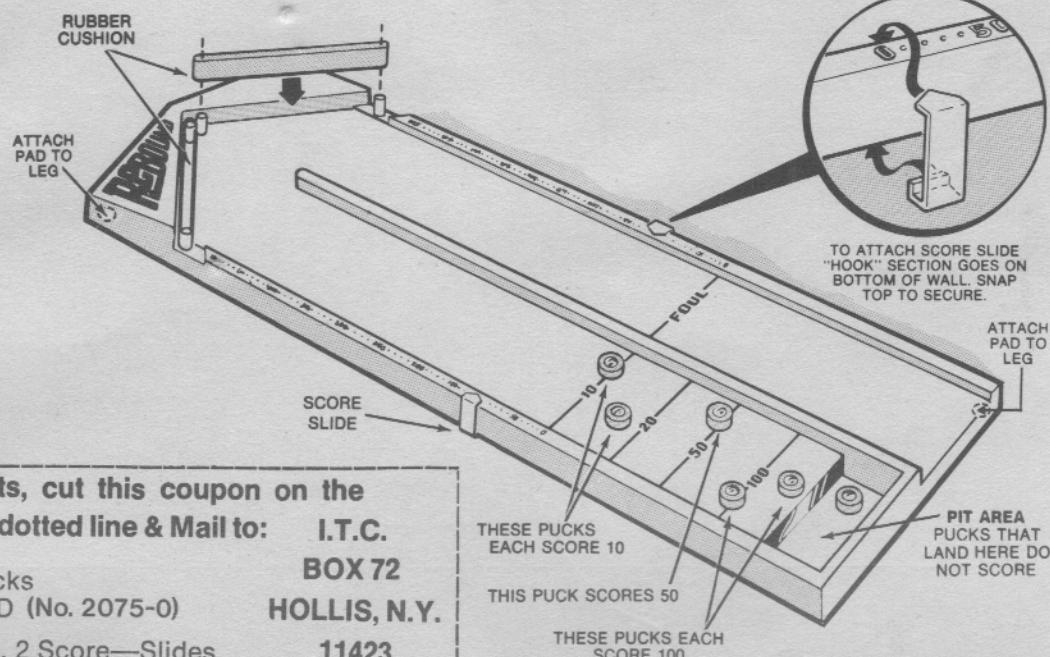
11. The player who reaches "500" first is the winner of the game.

#### TEAM PLAY

REBOUND may be played in team competition. Two teams of two or more players each are formed. Players decide on team colors. Teams alternate sliding their PUCKS, one at a time. Players on each team must also alternate turns when shooting. All other rules of individual play remain the same. First team to reach "500" wins the game.



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ATTACH PAD TO EACH CORNER  
LEG UNDER PLAYING FIELD.  
REMOVE PAPER FIRST, THEN  
PRESS ONTO BOTTOM OF LEG.